U/SNS-AHZE-USA

INSTRUCTION MANUAL

MARVEL SUPER HEROES IN

MARVEL COMICS

WAR OF THE GEMS™

KIDS TO ADULTS
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CONTENT RATED BY
ESRB

CAPCOM

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MARVEL SUPER HEROES™ IN MARVEL COMICS WAR OF THE GEMS™

A SPECIAL MESSAGE FROM CAPCOM ENTERTAINMENT

Thank you for selecting MARVEL SUPER HEROES in WAR OF THE GEMS for your Super Nintendo Entertainment System. CAPCOM ENTERTAINMENT is very proud to bring you the heroic adventures of the Marvel Comics' legends.

MARVEL SUPER HEROES in WAR OF THE GEMS boasts 16-megs of high-resolution graphics and quality stereo sound. We hope you enjoy this thrilling new addition to your Super Nintendo library.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET BEFORE USING YOUR NINTENDO, HARDWARE SYSTEM OR GAME PAK.

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CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
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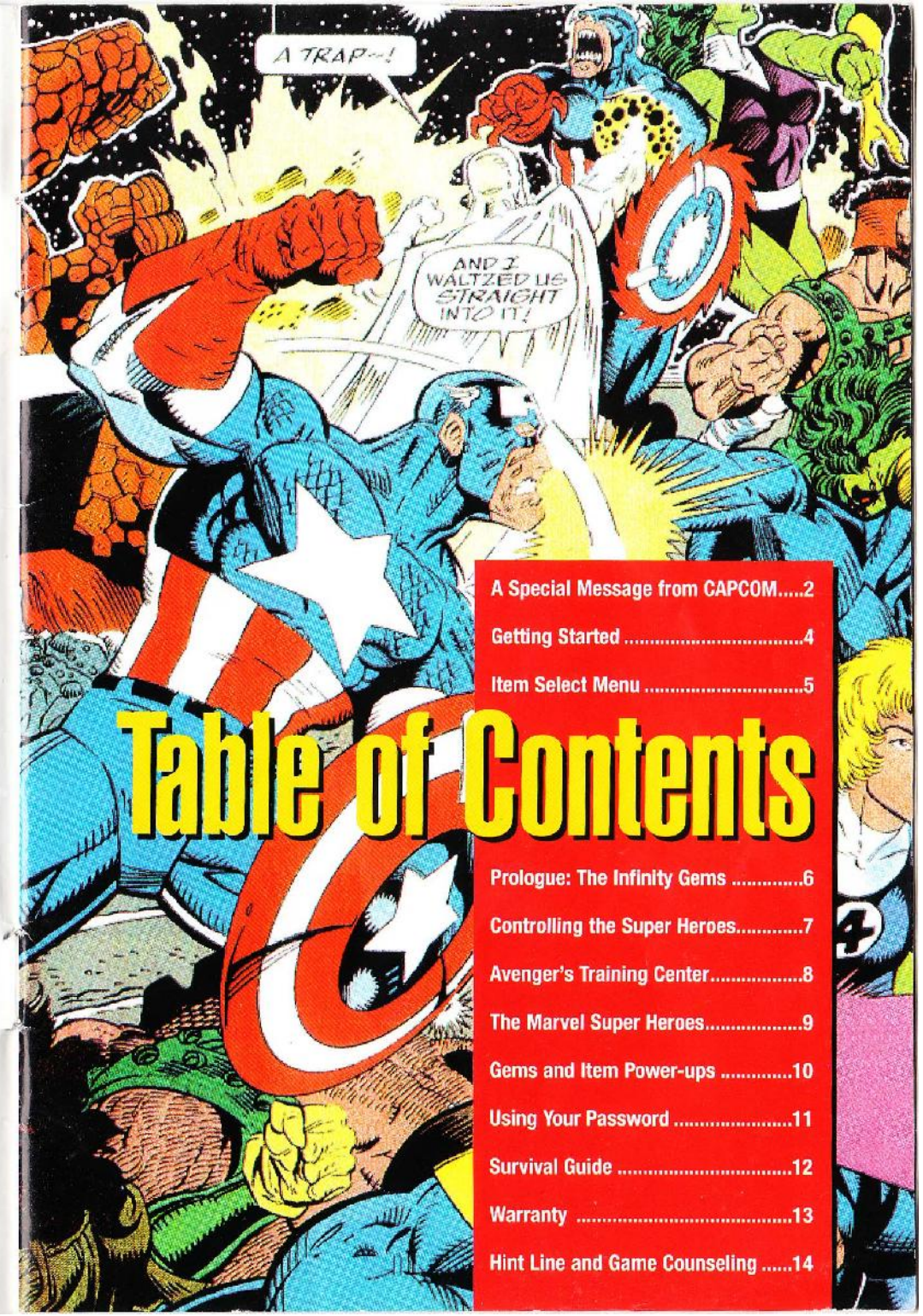


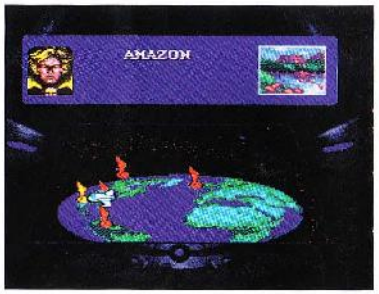
Table of Contents

A Special Message from CAPCOM.....2
Getting Started 4
Item Select Menu 5
Prologue: The Infinity Gems 6
Controlling the Super Heroes.....7
Avenger's Training Center.....8
The Marvel Super Heroes.....9
Gems and Item Power-ups 10
Using Your Password 11
Survival Guide 12
Warranty 13
Hint Line and Game Counseling 14

Getting Started 4

1. Check the power switch on your Super Nintendo Entertainment System. Make sure it is OFF before inserting or removing the Game Pak.
2. Insert your MARVEL SUPER HEROES in WAR OF THE GEMS Game Pak into your Super Nintendo Entertainment System and turn the power **ON**.
3. Watch the introduction and then press **START** when the title screen appears.
4. You have three options from the title screen. Select **GAME START** to begin a game, **PASSWORD** to enter a previous password (see page 16) or **OPTION MODE** to adjust the configuration of your buttons and switch the sound between stereo and mono (depending on your system.)

5. After selecting **GAME START** from the title screen, then select a stage from the Stage Select screen. Press the control pad up or down to highlight a stage then press **START** to choose the option. Select **YES** to move to the character select screen or NO to re-select a stage.

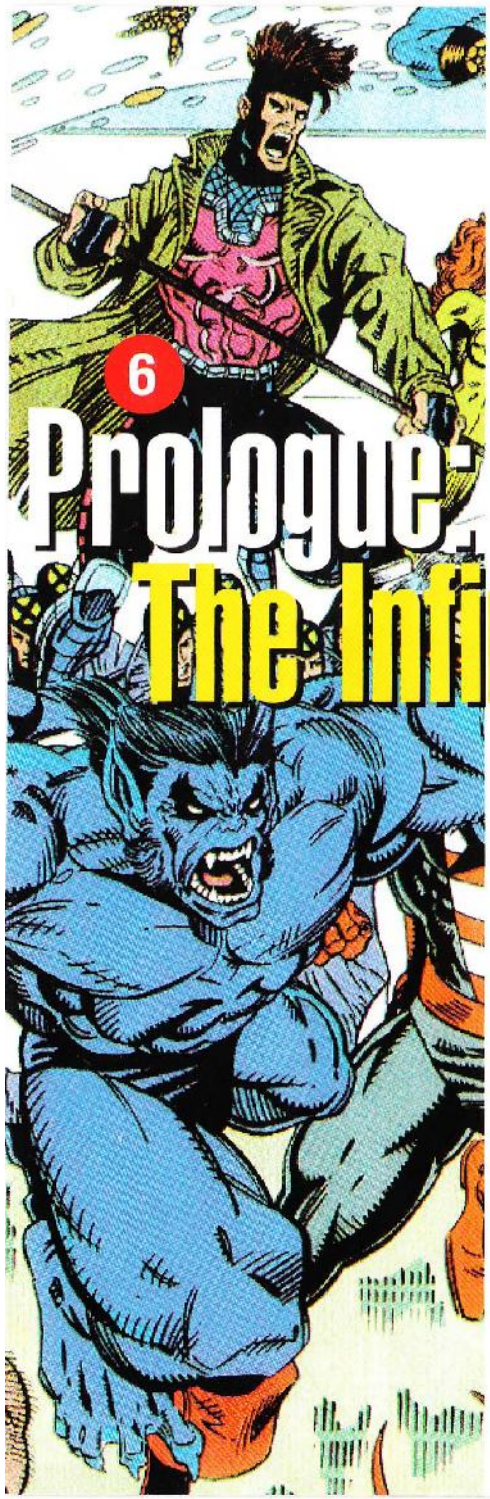


6. From the character select screen highlight a character and press **START**. Select your available items (for more, see page 6) and press **START** to begin play.

7. To end the game at any time, simply turn the power **OFF** on your Super Nintendo Entertainment System and remove your Game Pak.

Item Select Screen 5

After selecting the stage and your Marvel Super Hero, you will see the Item Select Screen. The number of items you have available to use will appear underneath the item's icon. Place the cursor on the item you want to use, and press the **Y** button. Press the **B** button to cancel your selection and change the gem you selected.



6

Prologue: The Infinity Gems

The Infinity Gems number six: **Time**, **Space**, **Power**, **Reality**, **Soul** and **Mind**. It is said that the being who obtains these six gems will be omnipotent. Beings throughout the universe have struggled to control the gems.

Adam Warlock has sensed an evil force attempting to find the gems. To protect the Earth and the universe, Warlock has contacted the World's Greatest Heroes to help him confront this evil force. One gem has already been found, and is being used as a basis for locating the others.

Thanks to the advanced super-power computers at STARK Enterprises, they have identified some possible locations of the remaining Infinity Gems. Now they leave for the mortal hunt.

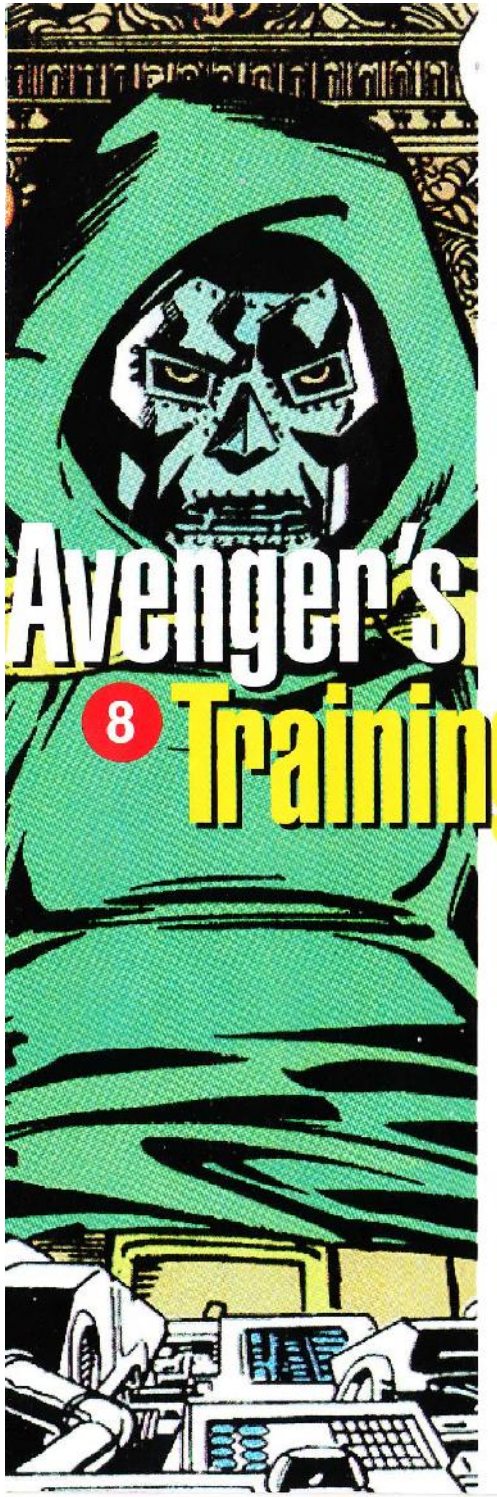
7

Controlling the Marvel Super Heroes

Using the controller, you will have access to all of the fighting skills and mutant abilities for each of the Super Heroes. But remember, control of mutant powers does not come easily and practice may mean the difference between life and death.

To unleash a special power you need to rapidly enter a series of movements on the control pad followed by the attack button.

CONTROL	ACTION
Start Button	Start Game
	Pause Game
Select Button	Cancels Selection on Item/Character Select
Control Pad	Move Character
	Move Cursor on Menus
Control Pad ▼	Crouch
Y Button	Attack
B Button	Jump



Avenger's 8 Training Center

One of the first stages you can select is the Avenger's Training Center. This training center gives you the opportunity to practice battle techniques, special moves and Gem Power Moves. You can also get your password for continuing a previous game here. See page 15 for more on passwords.

You will be pitted against a holographic replica of one of the villains that are out to capture the Infinity Gems. Learn attack patterns, timing and how to chain multi-hit combos here to be more effective in battle.

After you have finished your training battle, you will return to the stage select screen. You can select the Avenger's Training Center as many times as you like.

Captain America 9

During World War II, a secret government experiment was conducted known as Project: Super Soldier. Steve Rogers took the Super Soldier Serum and became Captain America. Now the leader of The Avengers, he has realized his full human potential with the Super Soldier Serum. Armed with a Vibranium-Adamantium alloy shield, Captain America fights the evil and injustice that threatens freedom and liberty.

PROFILE

Name.....Captain America

Real Name.....Steve Rogers

Height.....6 ft. 1 inch

Weight.....238 lbs.

SPECIAL MOVES

Note: Move descriptions are for a character facing right. Moves are reversed for a character facing left

Charging Star

Press ▼◄► + Y BUTTON

Shield Slash

Press Directional Button twice in the same direction quickly, then press Y BUTTON

GEM POWER MOVE

Super Captain America

Press ▲►▼ Y BUTTON.

Captain America puts his shield above his head and releases all his life force. All enemies on-screen will be damaged.

PROFILE

Name.....Iron Man

Real Name .....Anthony Stark

Height.....6 ft.

Weight.....423 lbs. (with armor)

Iron Man

While testing a secret weapon in Southeast Asia, industrial genius Tony Stark was injured and subsequently captured. In exchange for his weapon technology, his captors offered to nurse him back to health. Stark reluctantly agreed, but he secretly had a plan. He built a life-sustaining armor and equipped himself in it. It allowed him to escape and return home, but he cannot live for long without the aid of the armor. Stark has modified the design, expanded it's defensive and offensive capabilities and now he uses his power as the golden avenger to battle any force that threatens the security of America or the world.

SPECIAL MOVES

Double Jump
Jump, then press the B BUTTON again while in the air

Repulsor
Press ▼◄► + Y BUTTON

Air Repulsor
Jump, then while in the air perform a Repulsor

Shell Crush
Jump, then while in air press ► twice quickly + Y BUTTON

Smart Bomb
Press ▼ twice quickly + Y BUTTON

GEM POWER MOVE

Heat Body
Press ▲►▼ + Y BUTTON
Iron Man's suit energy becomes attack energy. When he releases the energy, all on-screen enemies will be damaged.

Wolverine

The man known only as Logan had his skeleton forceably augmented with Adamantium, a nearly-indestructible metal. He has a super-healing ability that makes him incredibly resistant to physical harm, chemicals and poisonous gasses. Wolverine once worked as a secret agent for the Canadian government but would not follow their protocol. He severed his ties with the Canadian government and he later joined Professor Charles Xavier's mutant group — X-MEN.

PROFILE

Name.....Wolverine

Real Name .....Logan

Height.....5 ft. 2 in

Weight.....194 lbs.

SPECIAL MOVES

Wall Climb
Jump up to wall, then press ▲ or ▼ to climb wall

Rising Claw
Press ►▼◄ + Y BUTTON

Running Claw
Press ► twice quickly + Y BUTTON

Diving Slash
Jump, then press ▼ + Y BUTTON

GEM POWER MOVE

Berzerker
Press ▲►▼ + Y BUTTON

Wolverine brings his Rage level to a maximum for this move. His attack power increases, and he can shoot out bolts of claw energy.

Spider-Man 12

PROFILE

Name.....Spider-Man
Real Name .....Peter Parker
Height.....5 ft. 9 in.
Weight.....163 lbs.

Peter Parker became Spider-Man when he was bit by a radioactive spider. He obtained strange abilities that allowed him to stick to and climb walls. He originally aimed to enter show business with his new abilities using a spider costume and web-shooters he created. But when his Uncle Ben was killed by thieves he decided to become a Super hero, realizing that with great power comes great responsibility.

SPECIAL MOVES

Wall Climb
Jump up to wall, then press ▲ or ▼ to climb wall

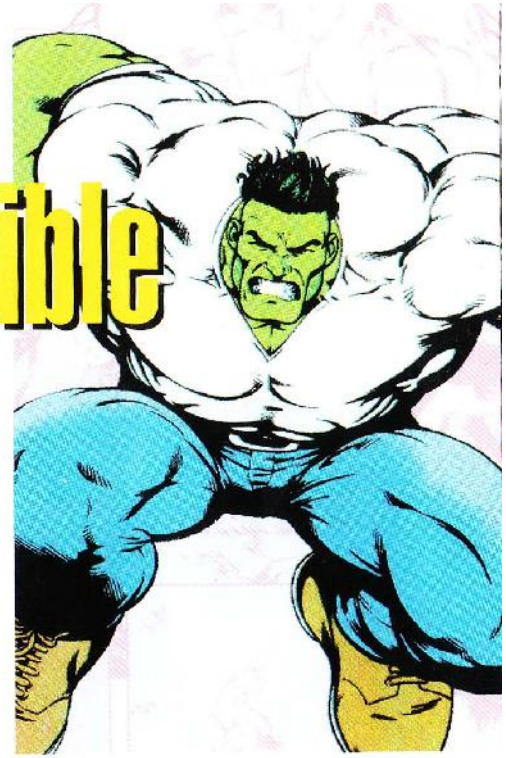
Web Shooter
Press ▼◄ ► + Y BUTTON

Web Wire
Press ▲ twice quickly + Y BUTTON. While swinging on web, press Y BUTTON to attack

GEM POWER MOVE

Web Throw
Press ▲ ►▼ + Y BUTTON. Spider-man tangles up his opponent in his web and tosses them to the ground.

The Incredible Hulk 13



Dr. Robert Bruce Banner was in charge of the Gamma Radiation experiment. A teenager wandered into the test area right as the Gamma Bomb was about to explode. Banner jumped in and saved the boy, but was flooded with radiation himself. Now Banner has the ability to change at will into an incredibly strong jade giant — The Incredible Hulk.

PROFILE

Name.....The Incredible Hulk
Real Name .....Robert Bruce Banner
Height.....7 ft. 5 in.
Weight.....1041 lbs.

SPECIAL MOVES

Grab Throw
Press ▼◄ ► + Y BUTTON

Hulk Tackle
Press ► twice quickly + Y BUTTON

Rock Crush
Press ►▼◄ + Y BUTTON

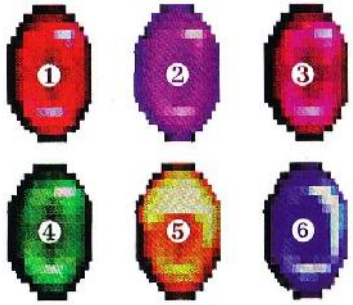
GEM POWER MOVE

Hulk Bomber
Press ▲►▼ + Y BUTTON

Hulk summons an earthquake and the shockwave rocks the ground and the air. All on-screen enemies will be damaged.

When you defeat different boss enemies, you will clear the stage and automatically gain that character's gem. You must equip the gem before you can use it (see page 5). Gems offer you two features: Your Super Hero will jump higher or move quicker, and if you have the correct gem and Gem Power Item you will be able to perform a special Gem Power Move. Refer to the chart below for information on gem effects.

Gems



Gem	Effect
1 TIME	Super Hero moves quicker
2 SPACE	Super Hero jumps higher
3 POWER	Super Hero attack power is increased
4 SOUL	Super Hero vitality meter is extended
5 REALITY	Reveals hidden items or power-ups
6 MIND	Allows Psionic attacks

Items

There are two types of items you can collect by breaking open objects or by defeating enemy bosses. Some items may even just appear, but in most cases they are located in secret areas that are challenging to find.

The two types of items are Normal items, which are automatically applied to your Super Hero, and Equipment items, which need to be equipped from the Item Select Screen. Here is a short list of items you can use:

Item .....Type
Effect

Small Energy Pack.....NORMAL
Instantly recovers small amount of vitality

Large Energy Pack .....NORMAL
Instantly recovers half the vitality meter

Small Energy Tank.....EQUIPMENT
Recovers half the vitality meter when used

Large Energy Tank.....EQUIPMENT
Recovers entire vitality meter when used

Gem Power Item (G) .....EQUIPMENT
Allows you to execute Gem Power Move

Recover Item (R).....EQUIPMENT
On Item Select Screen, use to revive a Super Hero

When you run out of lives, the game is over. You will find the password in the Avenger's Training Center. Select PASSWORD from the Training Menu, then press START. Write down the password. When you want to begin your game later, highlight PASSWORD from the title screen and press **START**.

Passwords

- Use the control pad to move the cursor to the letter you want to enter. Press **Y** or **B** buttons to select the letter and move to the next entry slot.
- When your password has been entered, press **START**.
- If your password is incorrect, a tone will notify you and you will have to change the password.

Capcom Hint Line and Game Counseling

Hints are available:
1-900-680-CLUE (1-900-680-2583) $.79 per minute for 24-hr. pre-recorded information, $.99 per minute for live Game Counselor assistance. Must be 18 years or older, or have parental permission. From Canada: 1-900-677-2272 ($1.25 per minute). Game Counselors available Monday-Friday 8:30 a.m. – 5:00 p.m. Pacific Standard Time.

This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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Strategy Notes

Strategy Notes 18

Warranty

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To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will provide you with a Return Merchandise Authorization number. Simply record this number on the outside of your shipping package, and return the entire PAK freight prepaid at your own risk of damage or delivery. We recommend sending your PAK certified mail or UPS. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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If the PAK develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may provide you with a Return Merchandise Authorization number. You may then record this number on the outside of your shipping package and return the defective PAK freight prepaid at your own risk of damage or delivery to CAPCOM, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail or UPS. CAPCOM will replace the PAK, subject to the conditions above. If replacement PAKs are not available, the defective product will be returned to you and the $20.00 payment refunded.

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